PlayStation

PAL

BOMBERMAN™

UK VERSION

Virgin INTERactive

HUDSON®

PlayStation®

502858 7082313

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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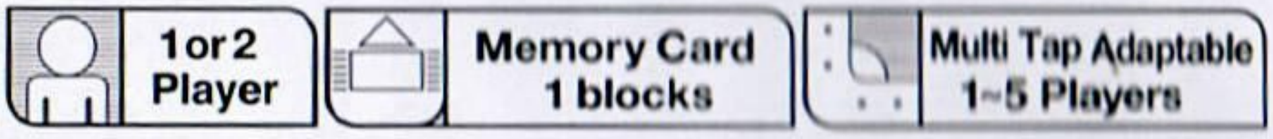


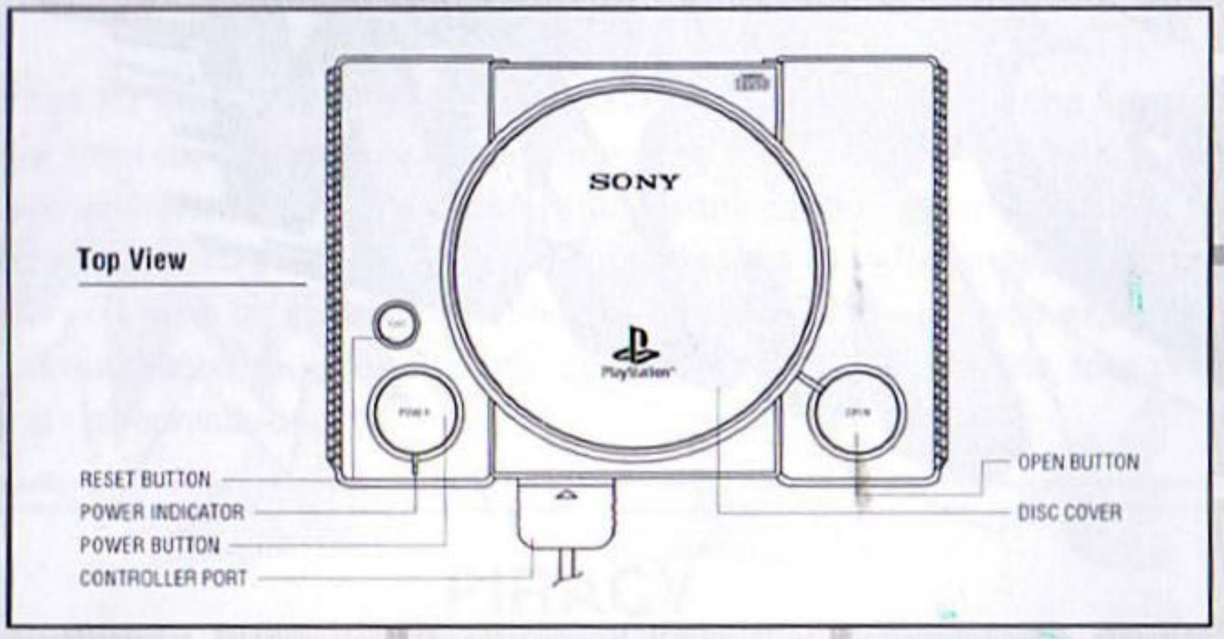
SLES-01893

BOMBERMAN™

ENGLISH

GAME SETUP

It is possible to play "BomberMan™" with up to five players, but some setup is required.



When more than two people play, a separate controller is needed for each player. If more than three people want to play, the Multi Tap (available separately) is required. When using the Multi Tap please ensure that a Controller is inserted into Controller port 1 of the Console, and that the Multi Tap is inserted into Controller port 2. When attaching controllers to the Multi Tap, be sure to always connect them in order, beginning with Controller port 2-A. It is advised that you do not insert or remove peripherals or Memory cards before commencing play.

Caution: When playing with more than three people, be sure to connect the controllers and Multi Tap as described above before turning your Console on. If you use a Memory card, be sure to always use Memory card Slot 1. Make sure there are enough free blocks on your Memory card before commencing play.

GAME INSTRUCTIONS

NORMAL GAME

This single-player game is a remake of the classic "BomberMan™" game. Try to clear all 50 stages!

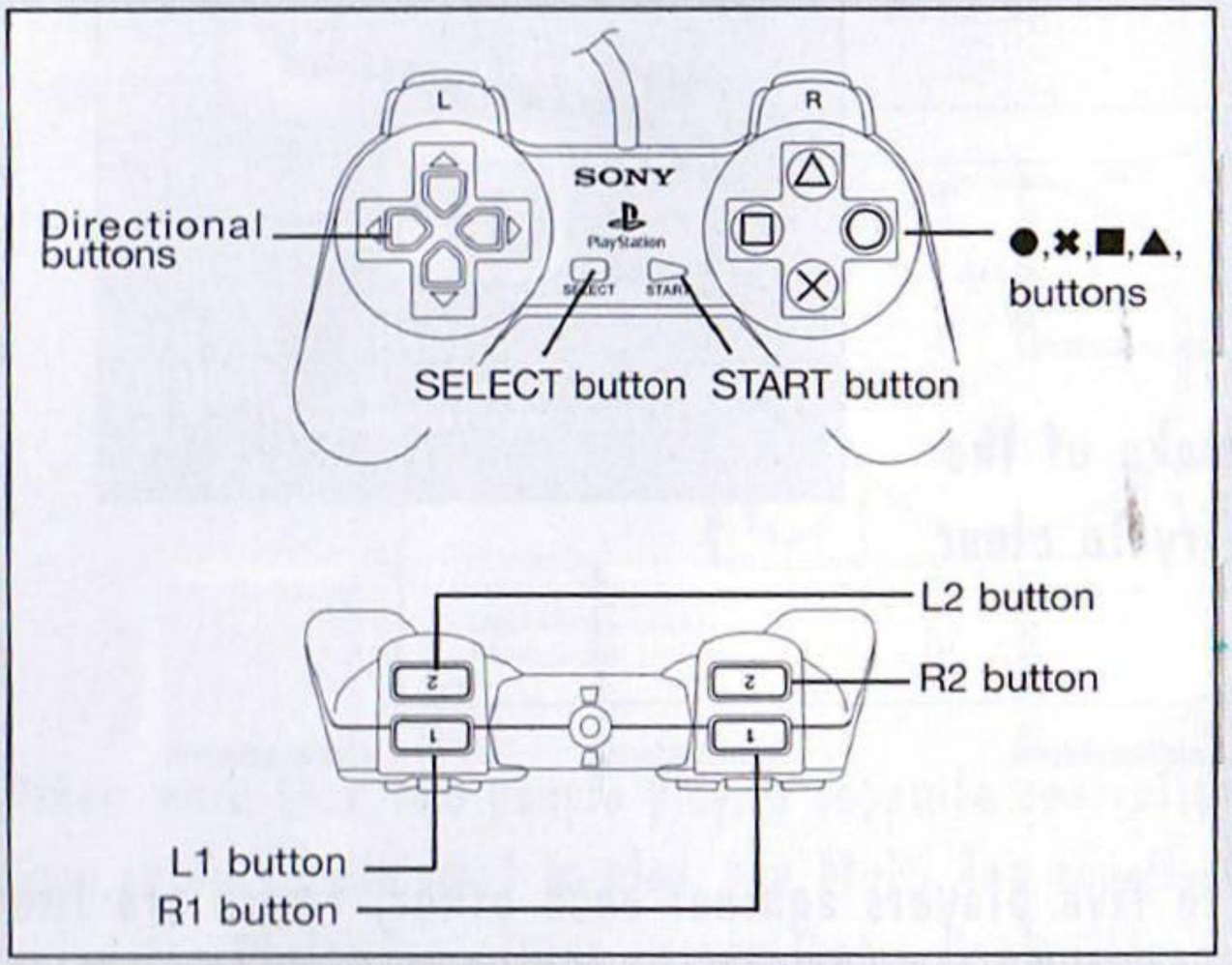
BATTLE GAME

This multi-player game pits up to five players against each other. There are two different modes: "Battle Royale Mode", which is the standard BomberMan™ battle game, and the "Custom Battle Mode", which allows you to customize different features of the battle game.

OPTIONS

Select this to change your controller options or listen to game music and sounds.

THE CONTROLLER



Directional buttons: These are used to move Bomberman™ around the screen, and to move between selections on the Options and other screens. Additionally, if a character has the Bomb Kick powerup in a Battle Game, a bomb can be kicked by using the Directional buttons to move the character into a bomb.

● Button: Used for placing bombs, and to confirm selections on the Options and other screens. Additionally, if a character has the Power Glove powerup in a Battle Game, this button can be used to pick up bombs or other characters and throw them.

✖ Button: Used on all screens to cancel selections, or return to a previous screen. Additionally, if a character has the Remote Control powerup in a Battle Game, this button is used to trigger a bomb. It is also used to activate a partner's special ability in a Normal or Advanced level battle game, and to activate a character's special ability in an Advanced level battle game.

▲ **Button:** If a character has the Bomb Kick powerup in a Battle Game, this button can be used to stop a kicked bomb.

■ **Button:** This button is used in a Battle Game to activate the Punch, Push, and Multi Bomb powerups. (The priority order for these three powerups is Push->Punch->Multi Bomb.)

SELECT Button: This button is not used.

START Button: This button is used to pause the game, and also to skip the demo screen.

R1/R2 Buttons
L1/L2 Buttons: These buttons are not used.

* The controller settings described here are the default settings. You can configure the controller using the Controller Settings portion of the Options screen (see page 28).

ANALOG CONTROLLER (DUAL SHOCK)

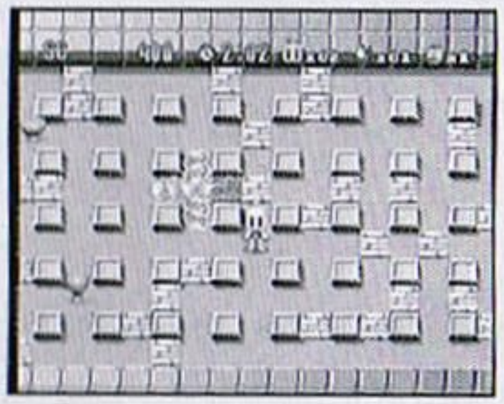
"BomberMan" is able to take advantage of the Analog Controller (DUAL SHOCK) vibration function. You can toggle the vibration function On/Off using the Options menu (see page 29). The Analog Controller (DUAL SHOCK) can only be used in digital mode (LED-Off). The Analog Controller (DUAL SHOCK) functions identically to a Controller. The vibration function relates to bomb explosions and character death.

PLAYING A NORMAL GAME

PLAYING A NEW GAME

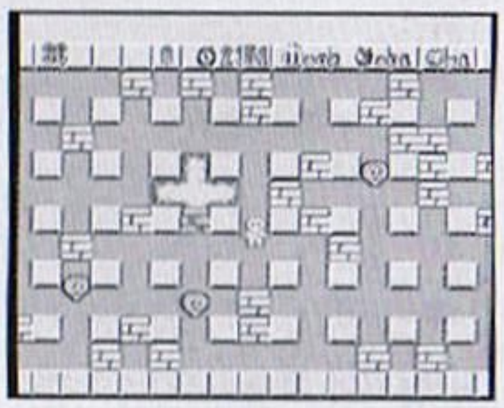
VERSION SELECTION

Choose "Normal Game" from the title screen, and select "New Game" from the menu to display the Version Selection screen. Here, you may choose between the "Modern" and "Retro" graphics modes.



MODERN MODE

This is the Modern Mode. After clearing 10 stages, the graphics change, and you can enjoy an animated BomberMan™ show.



RETRO MODE

This is a recreation of the original, classic "BomberMan™" graphics.

MEMORY CARD CHECK

Once you have selected which mode you wish to play in, the Memory card Check screen will appear. Press the ✖ **Button** to scroll through the displayed messages. Once the Memory card check is complete, the game will begin.

CONTINUING A SAVED GAME

PASSWORD

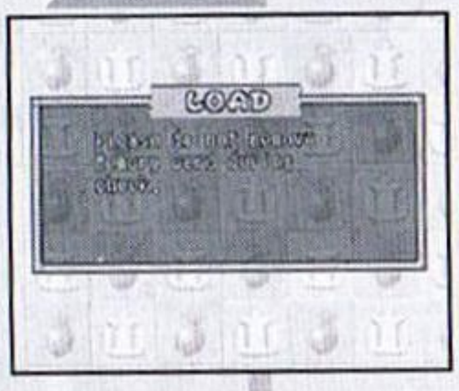
By selecting "Password" on the Continue Game screen and entering a password, you can continue a previous game from where you left off. Be careful to write down the password and enter it without any mistakes!

MEMORY CARD

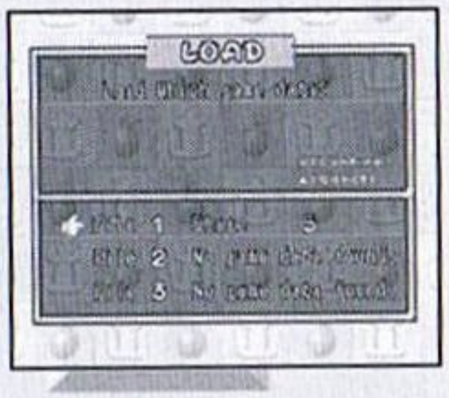
By selecting "Memory Card" on the Continue Game screen, you can load saved game data from a Memory Card.

LOADING SAVED GAMES FROM A MEMORY CARD

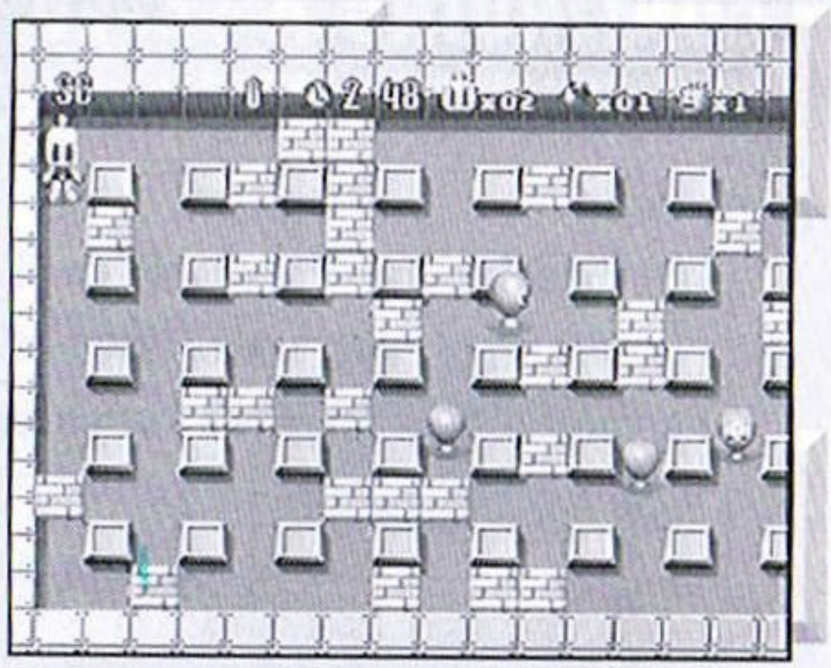
Selecting "Memory card" takes you to the Game Load screen. Before any games can be loaded, a Memory card check must be performed, so be sure to insert your Memory card into Memory card Slot 1 before continuing.



When the Memory card check is complete, any saved games on the Memory card will be displayed on the screen. Select the game you wish to continue playing.



THE GAME SCREEN



1: YOUR SCORE

2: REMAINING TIME

When time runs out, additional enemies will appear on the screen

3: REMAINING LIVES

For every stage cleared, this number increases by 1

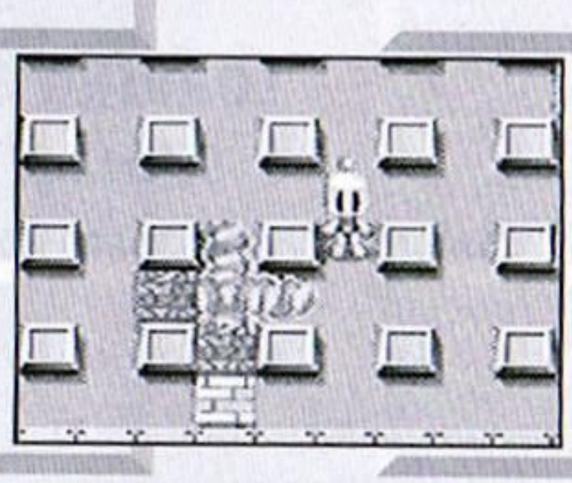
4: NUMBER OF BOMBS

The number of bombs that can be placed simulataneously can be increased to a maximum of 10

5: FIREPOWER

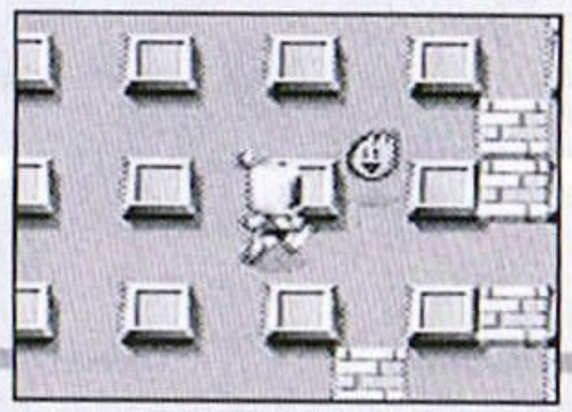
Firepower can be increased to a maximum of 5

PLAYING THE GAME



DESTROY THE SOFT BLOCKS!

In order to clear a stage, you must find the Exit which is hidden inside one of the many soft blocks on the stage. Use your bombs to destroy the soft blocks.

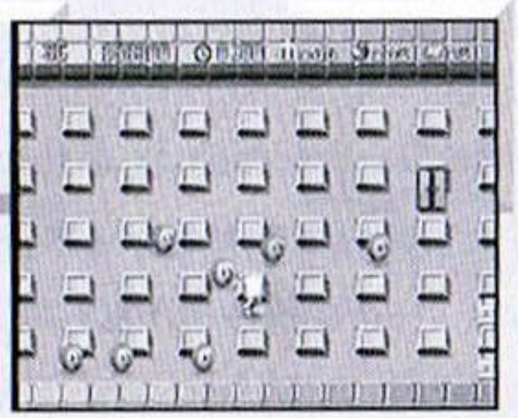


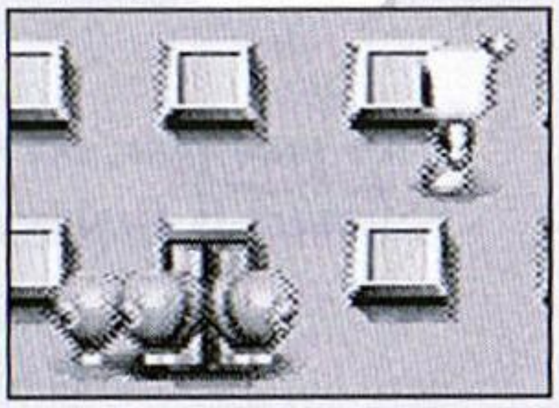
FIND THE POWERUPS!

In addition to the Exit, the soft blocks on each stage also have a powerup item hidden in one of them. Be sure to find it before going on to the next stage!

ADDITIONAL MONSTERS

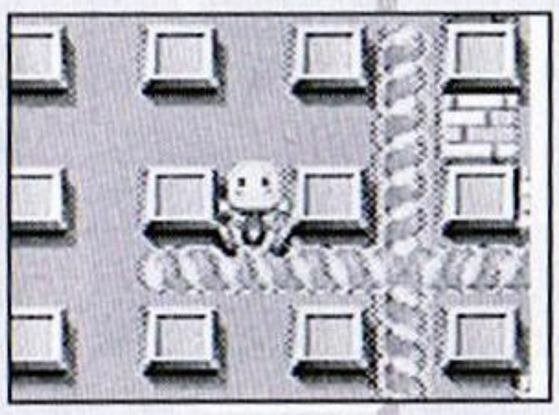
If time runs out before you complete a stage, additional monsters will appear all over the stage. Also, if the Exit or an item is caught in a bomb explosion, it will produce a large number of additional monsters, so be careful!





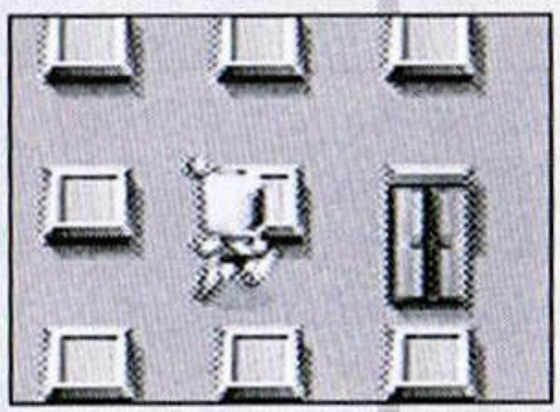
GAME OVER

If BomberMan™ is hit by a monster or caught in a bomb explosion, one of your remaining lives is used up and you must start the stage over. If your remaining lives reach 0, the game is over.



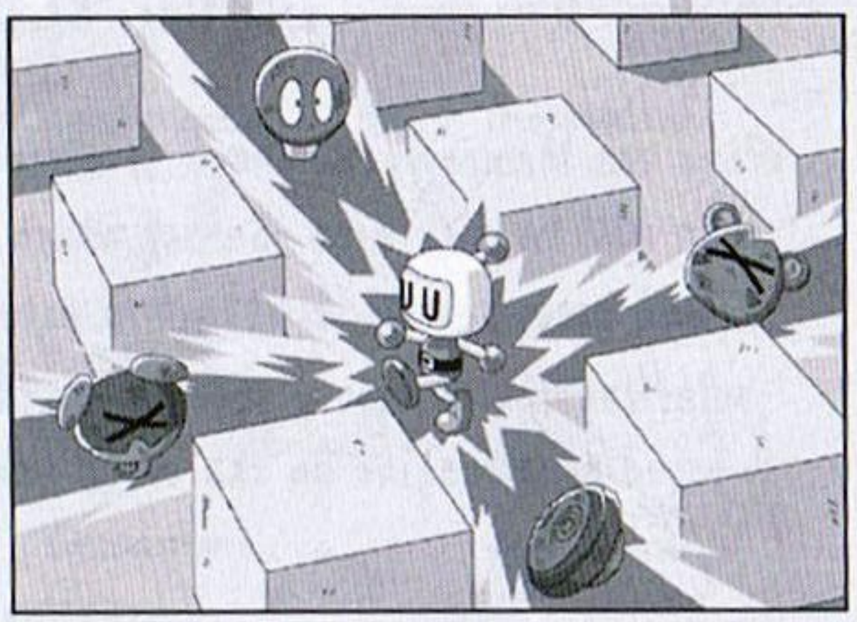
CLEARING A STAGE

Once you have defeated all the monsters on a stage and entered the Exit, you have cleared the current stage, and automatically move on to the next stage.



BONUS STAGE

After clearing five stages, you get to play in the Bonus Stage. In the Bonus Stage, BomberMan™ is invincible. Your goal is to defeat as many monsters as possible to earn as many points as you can before time runs out.



PASSWORD

If the game ends, the Game Over screen is displayed. On this screen, a password is displayed that you can use to continue the game from the stage you were on when the game ended.

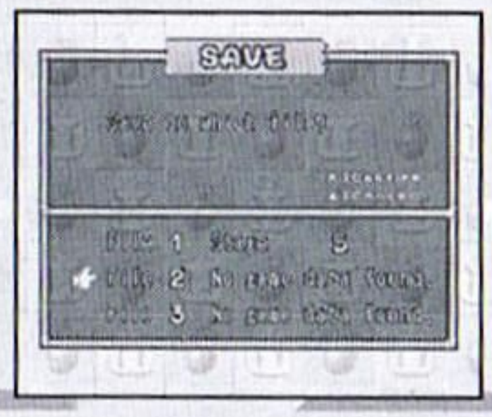
CONTINUE

If you select "Continue" from the Game Over screen, you can continue playing the game from the stage you were on when the game ended.

SAVING YOUR GAME

If you select "Save" from the Game Over screen, you will be taken to the Save Game screen. A Memory card check will be performed here, so make sure you have inserted a Memory card into Memory card Slot 1 before selecting "Save", or you will not be able to save your game.

When the Memory card check is complete, the Save Game File Selection screen will be displayed. Select which file you wish to save your game to and press the ✖ **Button** to save. Your saved data can be loaded by selecting the "Memory card" item from the Normal Game menu screen. A saved game begins on the stage last played when the game was saved.



MONSTERS

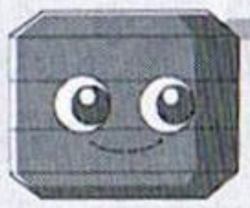
LEARN YOUR MONSTERS!

Each monster that appears in the Normal Game has its own personality, movement speed, and abilities. The more stages you play, the stronger the monsters get, and more and more of them appear on each stage. Study the monsters shown here and learn their weaknesses.

BALLOM A slow-moving monster - which makes it all the harder to defeat.

ONIL A slow-moving monster that specializes in ambushing its opponents.

BLOCKHEAD A monster that floats slowly from place to place.



MINBOW An easily-beaten, fast-moving monster.

AMEBAN A slow-moving monsters that can pass through soft blocks.

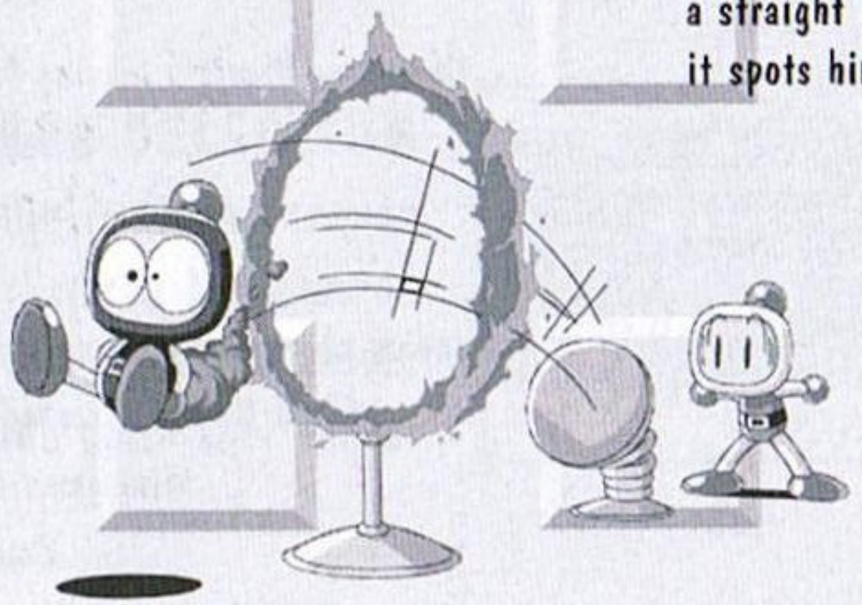
FLOATSAM This monster floats through the air, and can even pass through soft blocks in its way.

TIGLON This monster is fast, and smart enough to avoid bombs.

FOTON The most dangerous monster, it is extremely fast and will chase after BomberMan™ in a straight line if it spots him.

BOMBERMAN™ INTERMISSION

If you are playing the Modern Normal Game, for every ten stages you clear, you will see a BomberMan™ Intermission. Just sit back, and enjoy the show!

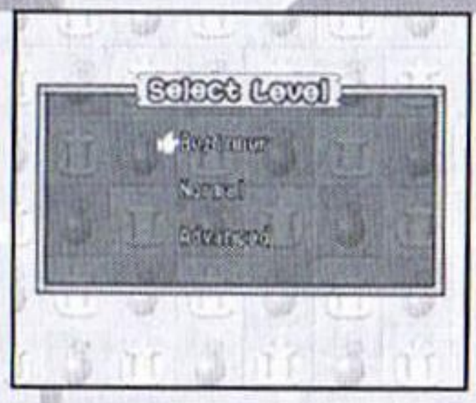


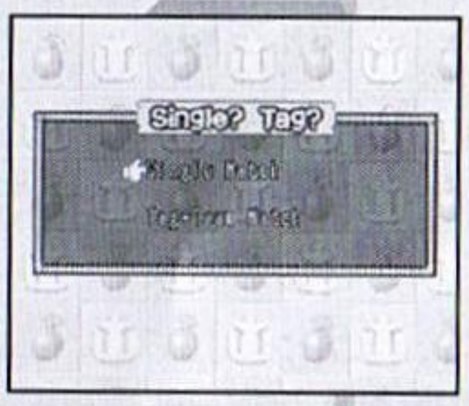
THE BATTLE GAME

BATTLE ROYAL MODE

SELECTING A LEVEL

If you select "Battle Royal" from the Battle Game Mode Selection screen, the Level Selection screen will appear. Choose what level (Beginner, Normal, Advanced) you wish to play on here.





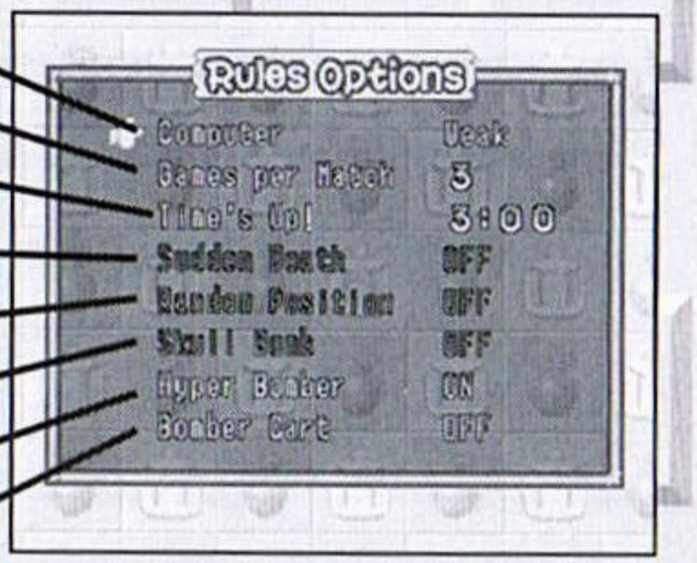
SELECTING A MODE

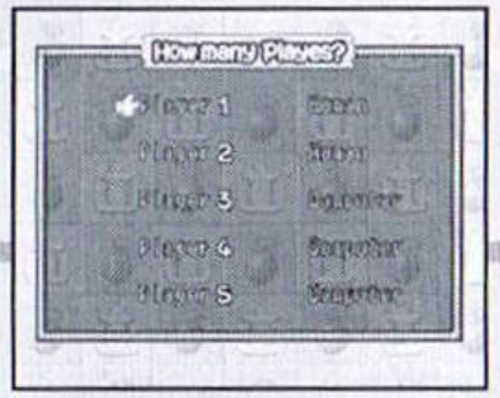
On this screen, you must choose between a Single Match and a Tag-Team Match. In a Single Match, each player plays individually; in a Tag-Team Match, players are divided up into two teams that play against each other.

RULES OPTIONS

You can select what rules to use when playing from the Rules Options screen. Use the Up and Down Directional buttons to move between the different selections, and the Right and Left Directional buttons to choose an option. (On Beginner Level, you cannot change the Random Position, Sudden Death, and Skull Bomb options.) The different options are explained below.

Computer Player's playing level: Weak, Normal, Strong
Number of games per match: 1-5
Time Limit: 1-5 minutes, or Unlimited
Sudden Death: On or Off
Random character starting position: On, Off, or Random
Skull Bombs affected by bomb blasts: On or Off
Mini-game settings: On, Off, or Super
Bomb Cart settting: On or Off

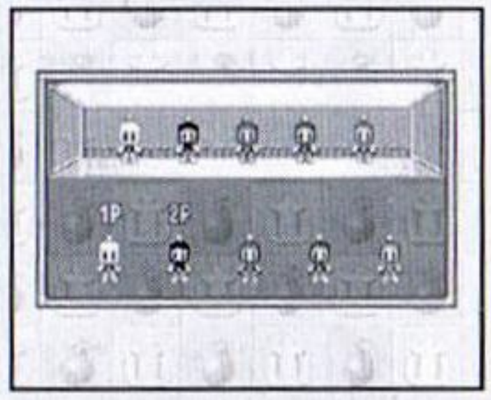




NUMBER OF PLAYERS AND PLAYER SELECTION

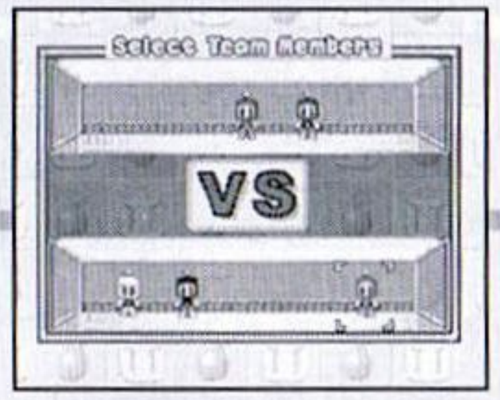
After you have completed choosing rules options, the Player Selection screen will appear. Use the Right and Left Directional buttons to choose from "Human", "Computer", or "Off".

CHARACTER SELECTION



Here, each player can select which character he or she wants to use. Use the Directonal Keys to move to the character you want to use, and press the ✖ **Button** to select it.

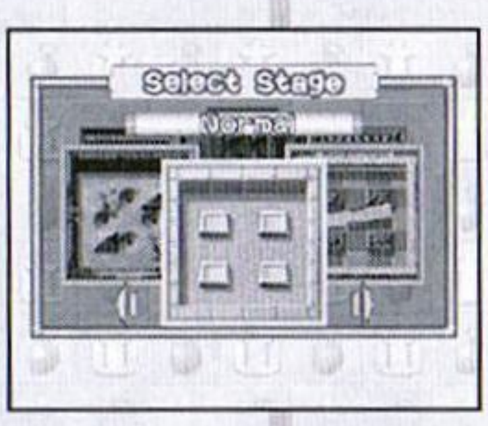
More than one player can choose the same character.



TEAM MEMBER SELECTION

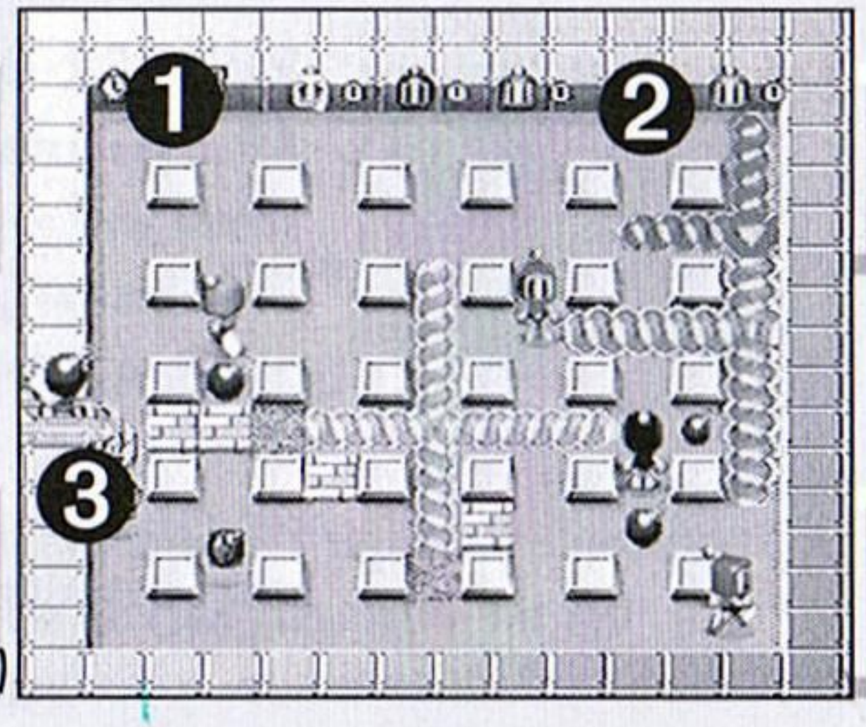
If you selected "Tag-Team Battle" in the Rules Options screen, you will next be taken to the Team Member Selection screen. Here, you decide which player will belong to what team. Use the Right and Left Directional buttons to select a player, and the Up and Down Directional buttons to place him or her in a team.

BATTLE STAGE SELECTION



Use the Right and Left Directional buttons to move between the different stages. The stages that can be selected differ depending on the play level. Once you select a stage, the game will begin.

THE BATTLE GAME SCREEN



❶ REMAINING TIME

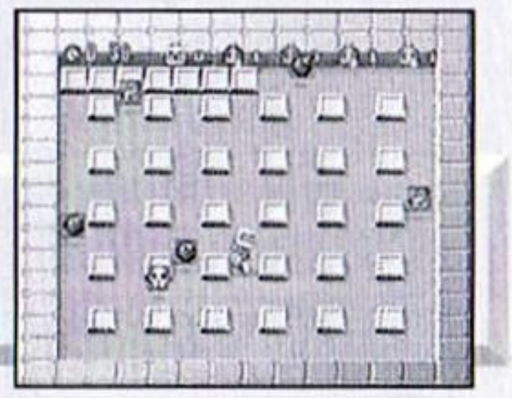
If the Sudden Death option has been selected,
blocks will begin to drop and fill up the screen as time runs out.

❷ REMAINING LIVES

Displays the condition of each player

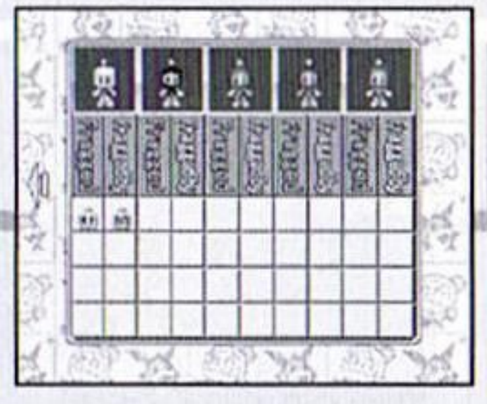
❸ BOMB CART

Only appears if this rules option is turned on (see pages 13 and 16)

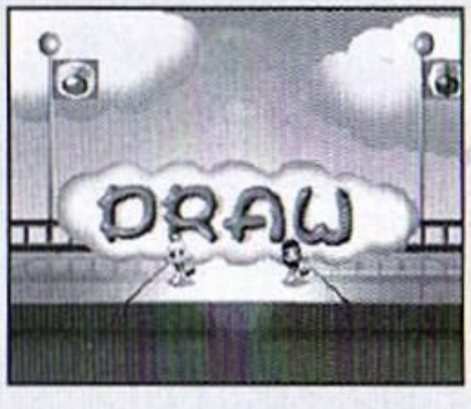


WINNING THE GAME In a Single Match game, the last player left is the winner. In a Tag-Team Match, the game ends when all members of one team are defeated, and the team left is the winner. The player or team that gets the required number of wins first is the winner of the set.

BATTLE RESULTS SCREEN When a player wins a game, this screen is displayed, which shows the number of games each player has won.



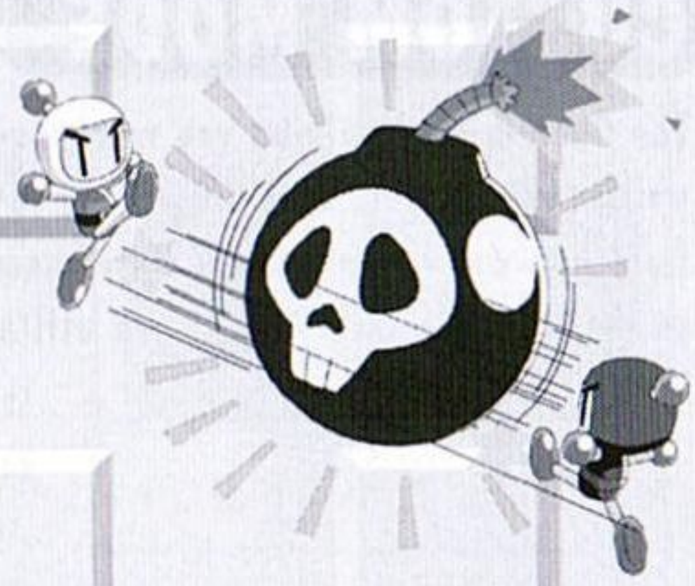
BATTLE REPORT SCREEN If you press the the Right Directional Key on the Results Screen, the Report Screen will be displayed. This screen shows who has beaten each player, as well as how many times each player has been beaten and by whom.



DRAW If time runs out when there are two or more players left standing, or the remaining players defeat each other simultaneously, the game is a draw, and there is no winner.

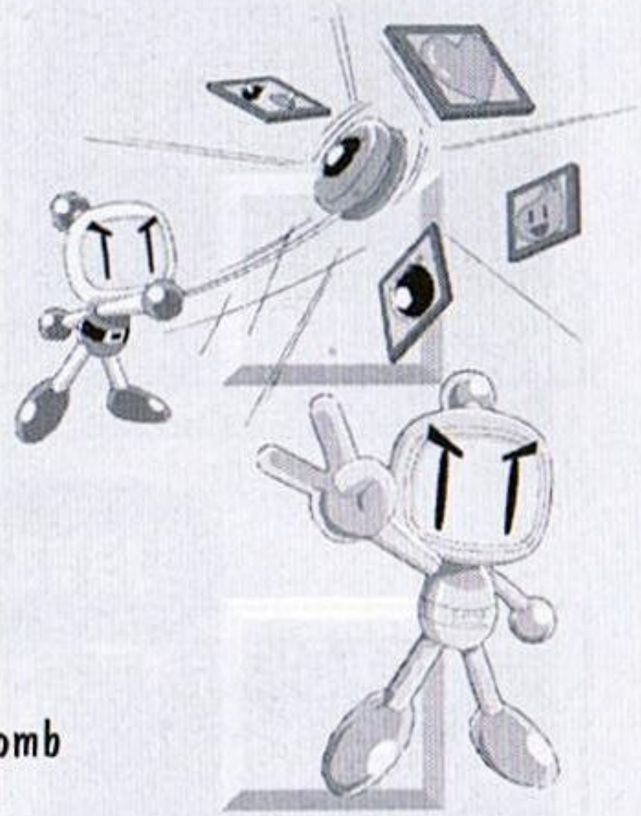
SUPER BOMBS/ULTRA BOMBS

If two players, both of whom have the Bomb Kick powerup, kick a bomb towards each other at the same time, their two bombs will merge, becoming a "Super Bomb", which has a greater blast radius than a normal bomb. If two Super Bombs or Power Bombs combine, they become an "Ultra Bomb". The Power Glove powerup cannot be used on Super/Ultra Bombs.



HYPERBOMBER

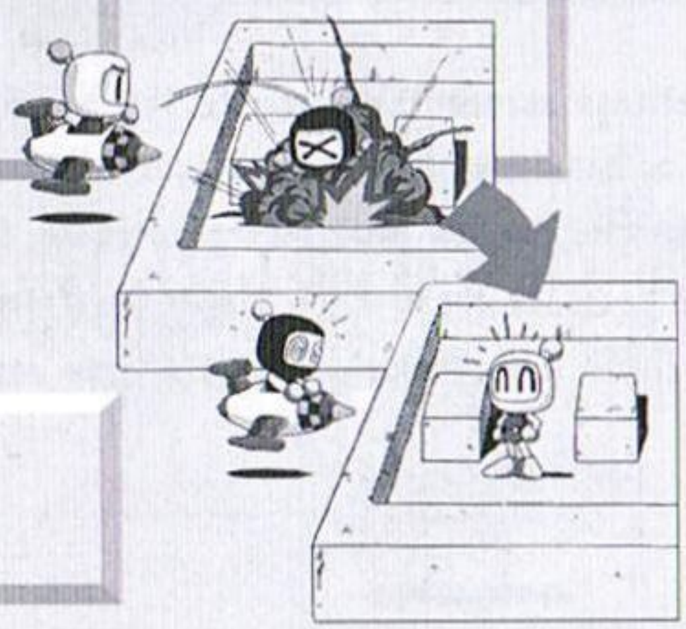
If this option is turned on, the winner of each battle game can choose to challenge HyperBomber. Use the ✖ **Button** to throw the Yo-yo at the items on the panel. If you hit any, you get that item, and can use it from the beginning of the next game. If a player challenges HyperBomber and wins, that player's character will be gold-colored in the next game.



BOMB CARTS

RULES

If a player is knocked out of the game, his character will get in a Bomb Cart that appears on the edge of the screen. That player can then move around the edge of the screen, using the ● **Button** to throw bombs at the remaining players. However, only one bomb may be thrown at a time.

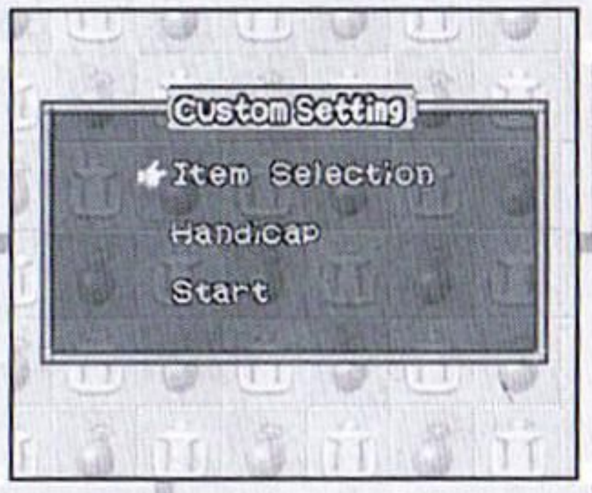


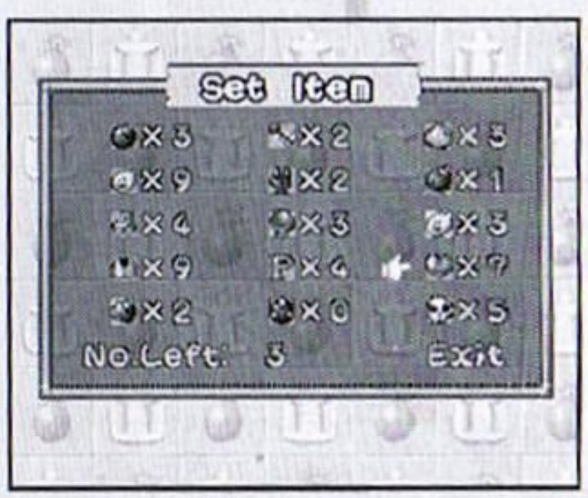
SUPER BOMB CART RULES

This option is available if the 'Super' option was selected for Bomb Cart on the Rules Options screen. Although its basically the same as the normal Bomb Cart rules, if a player in a Bomb Cart defeats a player in the normal game screen, the defeated player goes to the Bomb Cart, and the other player rejoins the game.

CUSTOM MODE

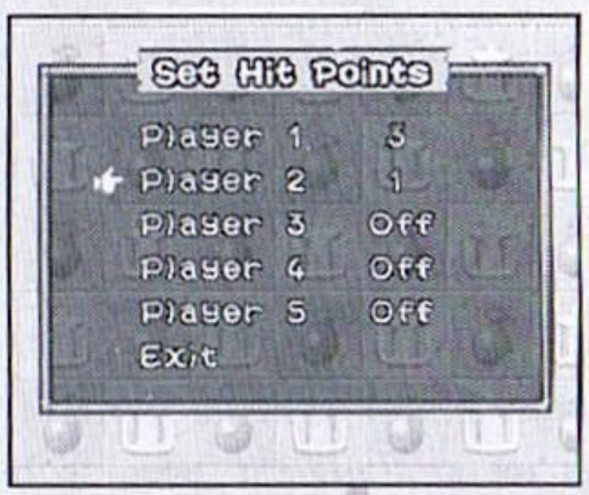
The Custom Mode allows you to change any game settings you want to, including which items appear in a stage, and to set up handicaps to create a level playing field between beginners and experienced players. After following the same steps as the Battle Royale Mode, you will be taken to the Custom Settings screen.





ITEM SELECTION

Selecting "Item Selection" in the Custom Settings screen takes you to the Item Selection screen. Here, you can choose how many of each item will appear in the Battle Game. Use the Directional buttons to move between items, and the ✖ **Button** to increase the number of that item, or the ▲ **Button** to decrease it. You can set different item selections for each stage.



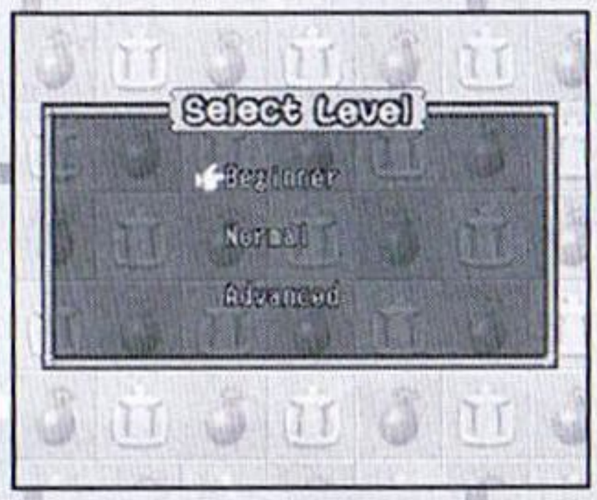
HANDICAP SETTINGS

Selecting "Handicap" in the Custom Settings screen takes you to the Handicap Settings screen. Here, you can set a handicap for each player. Use the Directional buttons to select a player, and the ✖ **Button** to increase that player's hit points, or the ▲ **Button** to decrease them. Each player has from 1-5 hit points, which is the number of times that player's character can resist damage from a bomb blast.

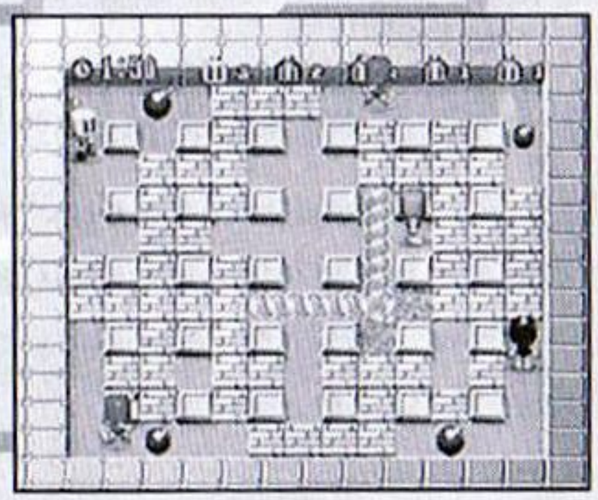
SKILL LEVELS

THREE DIFFERENT LEVELS

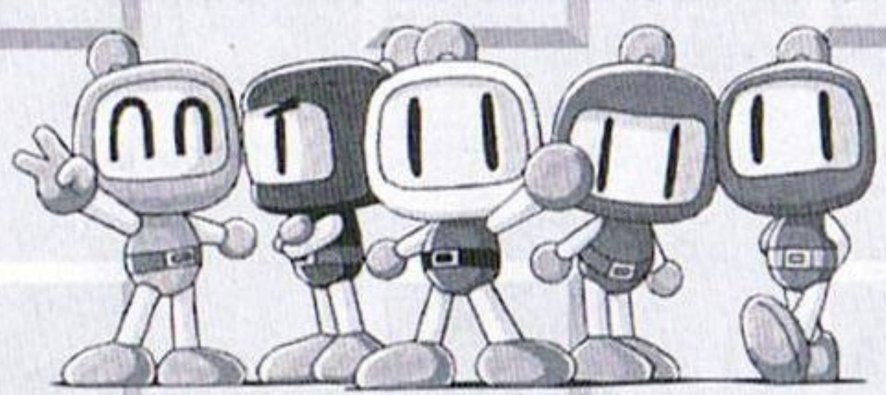
There are three different skill levels available for use in the Battle Mode: Beginner, Normal, and Advanced. You should choose the level that best suits you and the other players. Each level has eight different stages that become more and more complicated with each level. Also, the number of characters that can be used increase with each level.



These levels are simple, without many complicated traps, and only the most basic items available for use. It is intended for use by new players to familiarize themselves with the game and how it is played. Since there are no powerful items, a game is won through each player's skill at laying bombs and trapping his or her opponents.



CHARACTERS USABLE AT BEGINNER LEVEL



BOMBERMAN™

The characters usable at this level are normal BomberMen, with each player being assigned a different color. Aside from the colors, each BomberMan™ is exactly the same as the others, which means no player has an advantage. Only these characters may be used at this level.

These levels are intended for use by players who are used to the game. Each stage has different kinds of traps, and the number of usable items increases, which means players' strategies will change depending on what items they have and the layout of the stage. These levels also feature the presence of Partner characters, which can be used by players who find the Egg item.

CHARACTERS USABLE AT NORMAL LEVEL

INTERNATIONAL BOMBERMEN

These BomberMen have been gathered from around the world, and are the BomberChamp of their home country. Each is dressed in the distinctive costume of his or her country of origin. Although when used by players, each of these BomberMen's abilities are the same, when used by the computer, each will have its own different strategy.

Cossack Bomber

Punk Bomber

Mexican Bomber

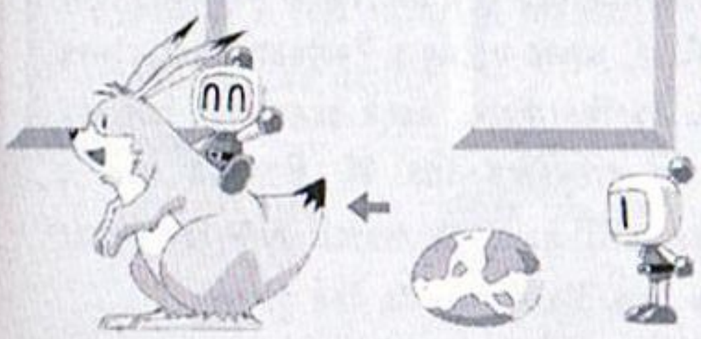
Barbarian Bomber

Bomber the Kid

Pretty Bomber

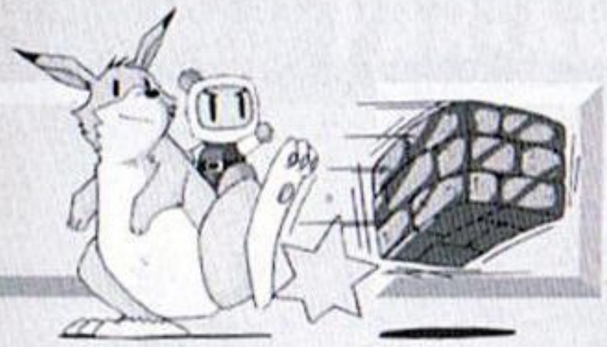
Bomber Chen

EGGS AND PARTNERS



A Partner is an animal which your character can use to ride on. If a character touches an Egg item, that Egg will hatch. When riding a Partner, you can use its special ability by pressing the ✖ **Button**. If you get caught in a bomb blast while riding your Partner, the Partner is lost, but you take no damage.

PARTNERS (NORMAL LEVEL)

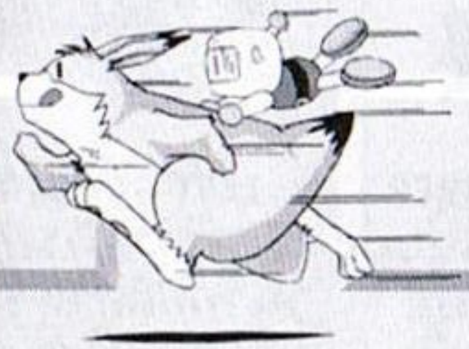


YELLOW LOUIE

Special Ability: Block Kick This Louie can kick soft blocks, pushing them ahead of it.

BLUE LOUIE

Special Ability: Bomb Pass This Louie can kick bombs. Bombs kicked by this Louie will pass through walls and soft blocks.



GREEN LOUIE

Special Ability: Dash This Louie can run at high speeds. However, it can't stop running until it hits an obstacle.

PINK LOUIE

Special Ability: Jump

This Louie can jump over single soft blocks and bombs.

BROWN LOUIE

Special Ability: Multi Bomb This Louie allows you to drop your maximum number of bombs at once in the direction it is facing.

This level is intended for players who have mastered both the Beginner and Normal levels. The traps here are more complicated, and the types of items and Partners that can be used are increased. Also, when using a Partner, characters can stock up to one additional Egg item. Furthermore, each character has its own special ability that can be used by pressing the ✖ **Button** and a **Directional Key** simultaneously. Players will have to watch out for their opponent's special abilities, which adds a new dimension to the game.

CHARACTERS USABLE AT ADVANCED LEVEL

GREAT BOMBER AND THE FOUR BOMBER KINGS

Each of these characters is one of the strongest BomberMen available, and each has his or her own special ability. Special abilities can be used by pressing the ✖ **Button** and one of the **Directional buttons** simultaneously (the ability is triggered in the same direction as the button pressed).

JET BOMBER

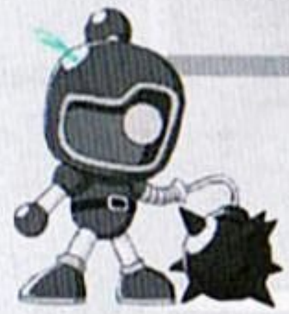
Jet Bomber can increase his movement speed for a limited time using the jet rockets attached to his back. However, he becomes defenseless for 10 seconds after using his ability.

BAZOOKA BOMBER

Bazooka Bomber can destroy soft blocks by shooting them with his bazooka. However, he becomes defenseless for 10 seconds after using his ability.

GREAT BOMBER

Great Bomber can become invincible for a limited amount of time. However, he becomes defenseless for 10 seconds after using his ability.



HAMMER BOMBER

Can attack by swinging his hammer around; any character hit by the hammer has its items scattered.

LADY BOMBER

Can shoot laser beams; any character hit by a beam has its items scattered.

HONEY AND KOTETSU

Everyone's two favorite mascot characters are also present in "BomberMan™", and they too have special abilities which can be used.

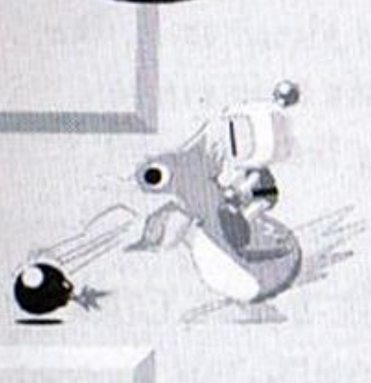
HONEY

Honey can blow up bombs using her pistol.

KOTETSU

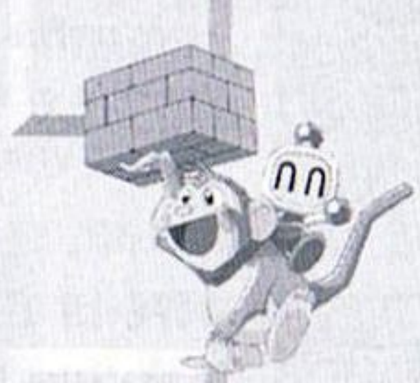
Swings a sword; any character hit by the sword has its items scattered.

PARTNERS (ADVANCED LEVEL)



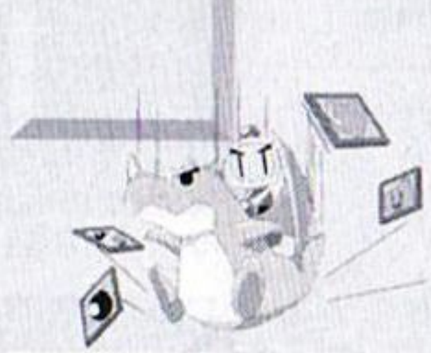
PYTERA

Can eat a bomb (except Super Bombs) in front of it. Pressing the ✖ Button again will make him spit the bomb out (as if it had been thrown with a Power Glove).



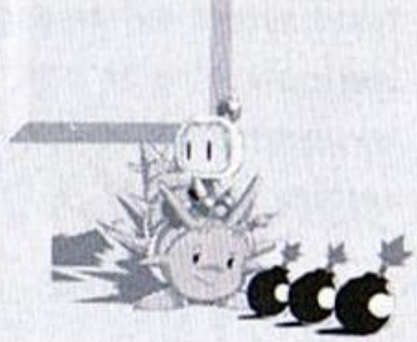
SIMEON

Can pick up and carry soft blocks. Pressing the ✖ Button again makes him put the block down.



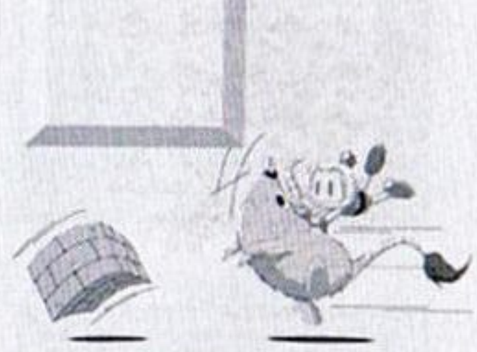
DRAKKO

Can use a jump attack which causes characters to scatter any items they have if hit.



CONEY

Can place Multi Bombs. Coney is not damaged by bomb blasts from behind.



DOX

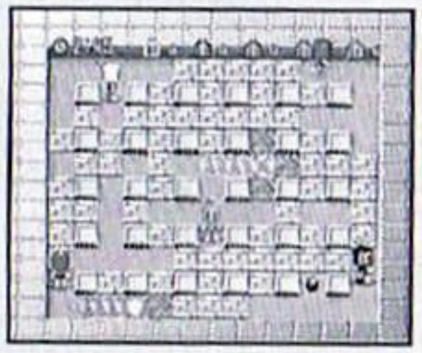
Can kick soft blocks if it has a running start.

YOUR PARTNERS SHIELD YOU FROM BOMBS!

If you are riding a partner and get caught in a bomb blast, your partner will be fragged, but your character will take no damage.

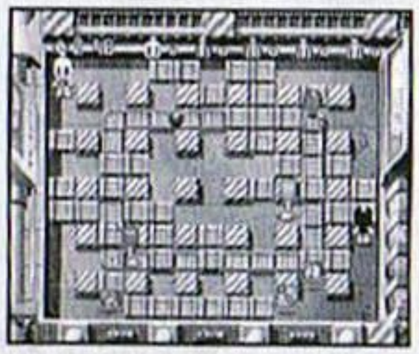
BATTLE GAME STAGES

BEGINNER LEVEL

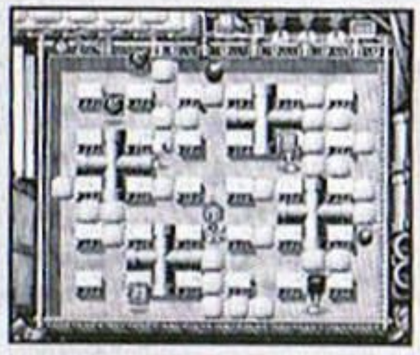


NORMAL
This is the traditional BomberMan™ stage.
It has no special features.

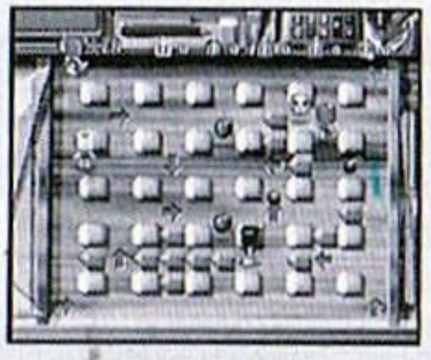
WARP DESERT
There are numerous warp zones spread out around this level; stepping on one transports a character to another zone.



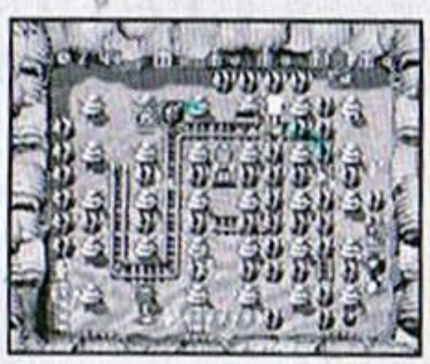
FACTORY
This level has several conveyor belts laid out on it; a character or a bomb on a conveyor belt will automatically move in the same direction as the belt.



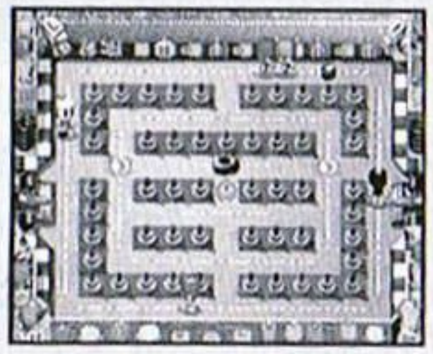
PIPE CITY
This level has pipes laid out on it; characters and bombs inside the pipes cannot be seen.



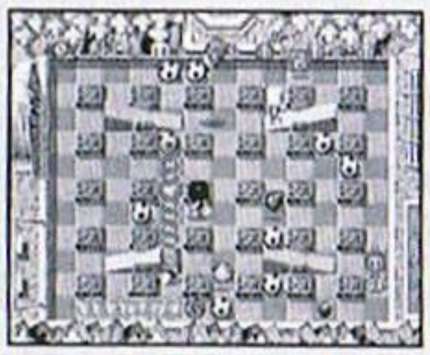
ONE-WAY STREET
This level has a number of arrows on it. If a bomb is kicked and touches an arrow, it will move in the direction indicated by the arrow.



TAKE THE TRAIN
This level has a train, which will carry anything placed on it. The direction of the train can be changed using the crosspoint.

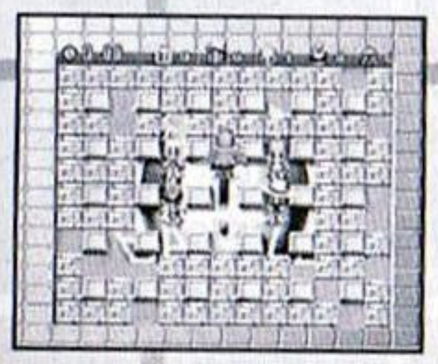


LIFE IN THE SLOW LANE
A character passing over a marker has its movement speed altered. The only soft block that can be destroyed on this level is the tire in the middle of the screen.



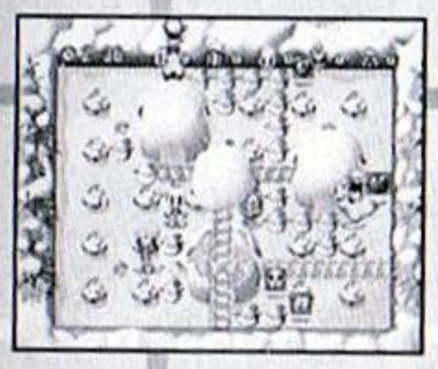
SEESAW PARK
Characters can use the seesaws on this level to launch other characters standing on them into the air.

NORMAL LEVEL



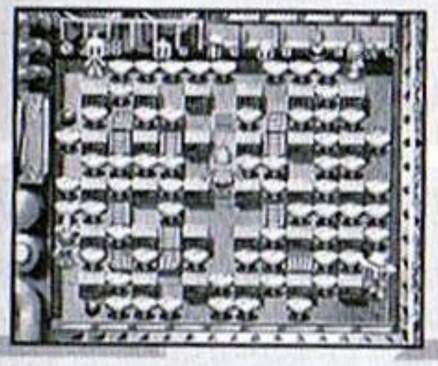
ALL TOGETHER NOW...

The game begins with all characters next to each other in the center of the level.



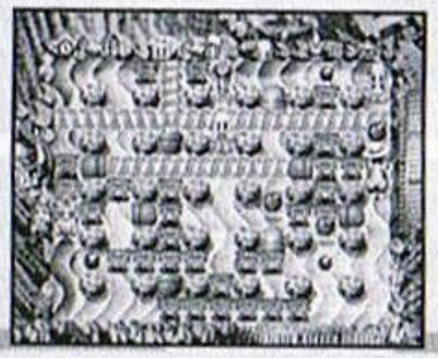
WINTER WONDERLAND

This level contains both igloos which characters can use to hide in, and weak points in the ice that can be blown open, making it impossible to move. Any bomb set off inside an igloo automatically has its firepower increased to the maximum.



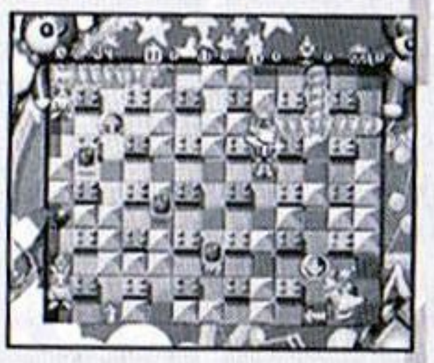
COMING AND GOING

This is a more advanced version of the "Factory" level. The direction the conveyor belts move in can be changed by running over the blue switches.



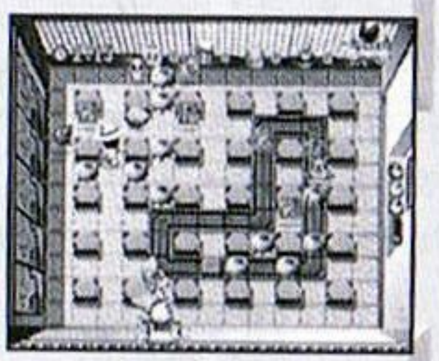
EVERY WHICH WAY

Placing a bomb inside one of the pipes sticking out of the ground will cause it to be teleported to another pipe, which detonates it immediately.



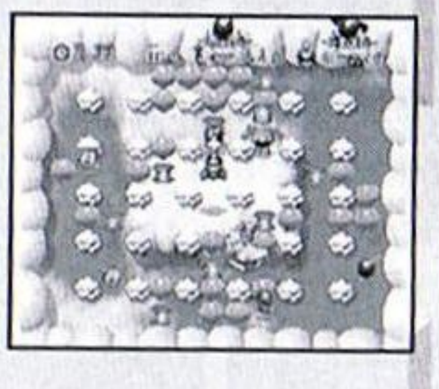
BLOCK WORLD

This is a more advanced version of the "One-Way Street" level. It has revolving markers that can change the direction of moving bombs.



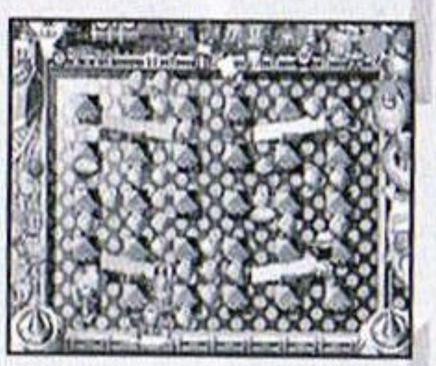
SWITCHAROO

This is a more advanced version of the "Take The Train" level, where the layout of the tracks changes randomly.



HEAD IN THE CLOUDS

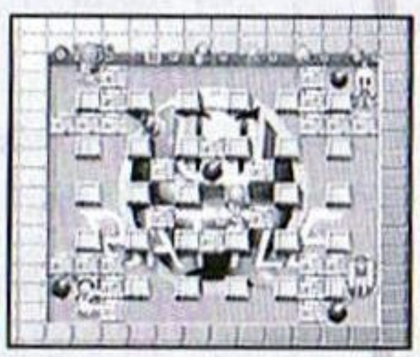
This stage has two levels, sky and clouds. Characters move around on each level using trampolines.



SEESAW LAND

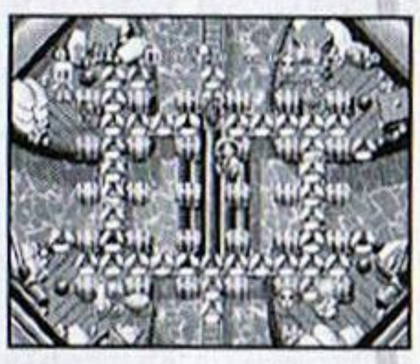
This is a more advanced version of the "SeeSaw Park" level, where each seesaw moves in sync with the others.

ADVANCED LEVEL



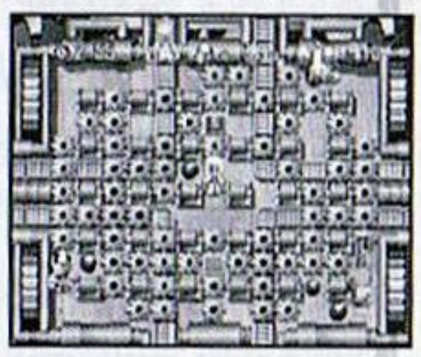
SUPERPOWER

This level has no special features, but all characters start with maximum firepower.



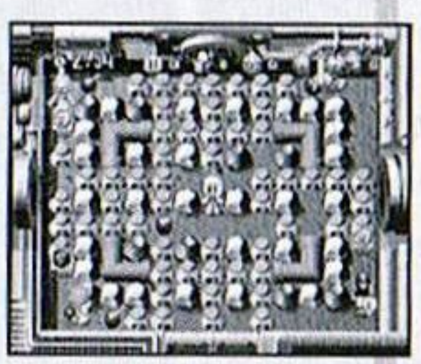
THE SEVEN SEAS

Bombs that fall into the ocean sink. Watch out for the fish: they'll bite you if you're not careful!



THE FAST LANE

This is a more advanced version of the "Coming and Going" level. A switch that can change the speed of the conveyor belts has been added.

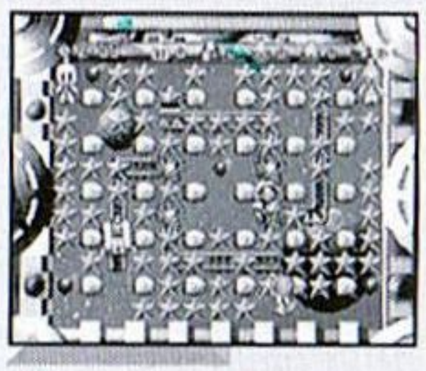


INCOMING!

This is a more advanced version of the "Pipe City" level. A bomb kicked through a pipe, or a bomb blast passing through a pipe, has its direction changed.

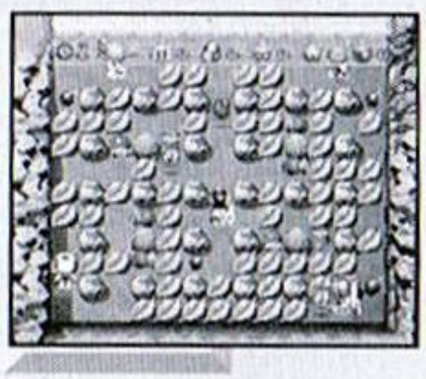
KING OF THE JUNGLE

This is a more advanced version of the "Block World" level. Here, trees with leaves that hide the ground have been added, and any bomb that goes off underneath them has its firepower automatically increased to maximum.



DESTINATION UNKNOWN

This is a more advanced version of the "Switcharoo" level. Warp zones have been added, and a truck that enters a warp zone reappears at a different zone.



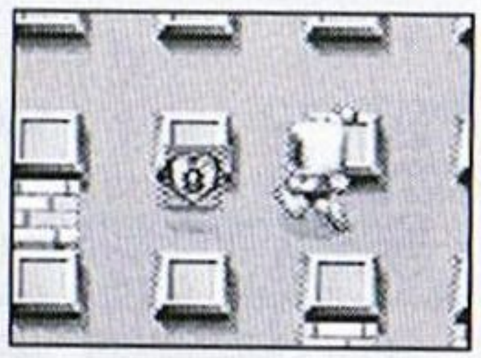
ROUND AND ROUND

A character that runs into one of the flowers will be turned 90 degrees. The flowers are grouped as pairs, and if one flower gets caught in a bomb blast, the fire will be redirected to the other flower.

ROBO BOMBER

This stage features a giant robot which wanders through it. Any character stepped on by the robot will be paralyzed for a brief amount of time.

ITEMS

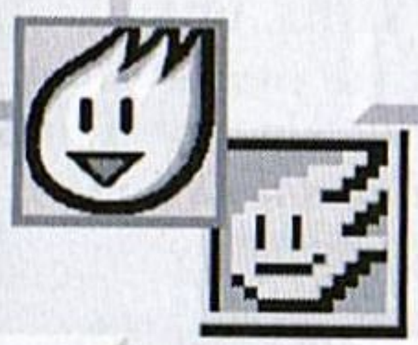


DON'T MISS ANY ITEMS!

Powerup items can be found by destroying the soft blocks on each level.
Collecting powerups will make your character more powerful, and help you to win more battle games.

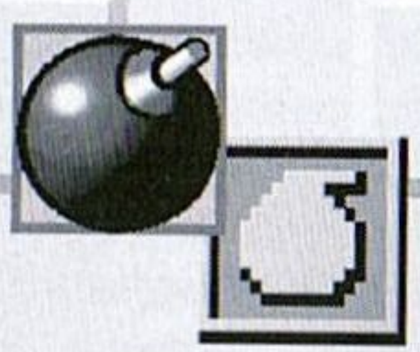
ITEM LIST

Retro: Indicates an item usable in the Retro Normal Game
Modern: Indicates an item usable in the Modern Normal Game
Battle: Indicates an item usable in the Battle Game
Lose: Indicates an item that is lost if a player is fragged



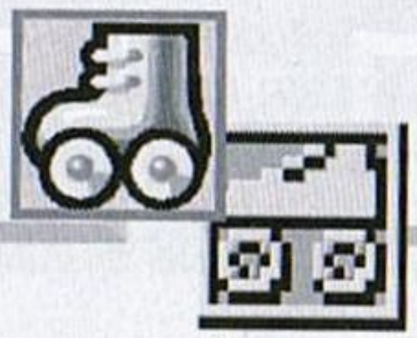
FIRE

RETRO, MODERN, BATTLE
The range of your character's bomb blast is increased by 1 for each Fire you pick up.



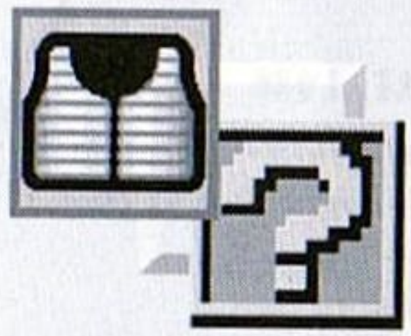
BOMB

RETRO, MODERN, BATTLE
The number of bombs your character can drop at once is increased by 1 for each Bomb you pick up.



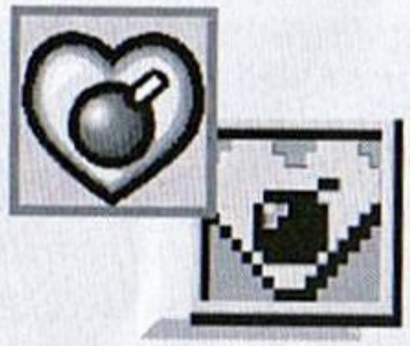
SPEED

RETRO, MODERN, BATTLE, LOSE
Your character's movement speed increases if you pick this up.



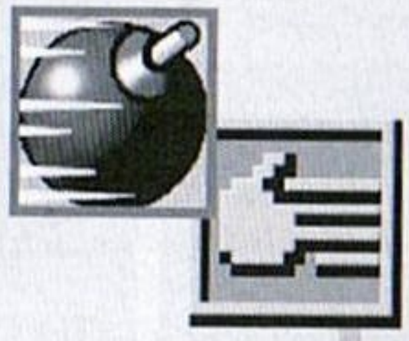
FLAK JACKET

RETRO, MODERN, BATTLE, LOSE
Your character becomes invulnerable for a limited amount of time if you pick this up.



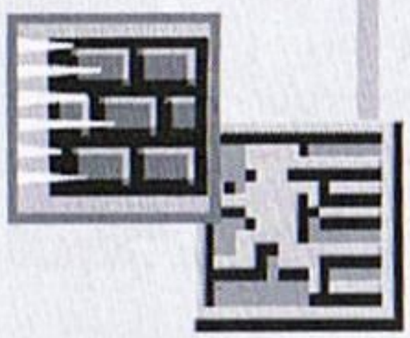
REMOTE CONTROL

RETRO, MODERN, BATTLE, LOSE
With this powerup, your bombs will not go off until you press the ✖ Button.

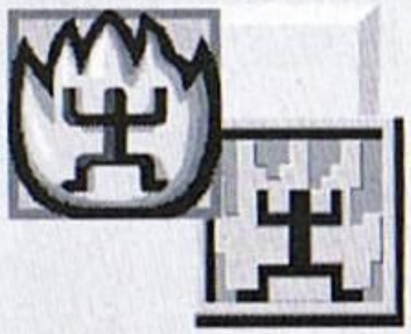


BOMB PASS-THRU

RETRO, MODERN, BATTLE, LOSE
With this powerup, your character can run through bombs. It cannot be used with the Bomb Kick powerup, and either will disappear if the other is picked up.



WALL PASS-THRU
RETRO, MODERN, BATTLE, LOSE
The range of your character's bomb blast is increased by 1 for each Fire you pick up.



FIREMAN
RETRO, MODERN, LOSE
This powerup makes your character immune to the effects of bomb blasts.

PUNCH BATTLE, LOSE
With this powerup, a character can push forward bombs in front of him by pressing the ■ Button.

POWER BOMB BATTLE, LOSE
The first Power Bomb dropped has maximum firepower. If a kicked Power Bomb hits another character, that character will be damaged by it. No more than 1 Power Bomb can be laid at a time.

RUBBER BOMBS BATTLE, LOSE
If this bomb is kicked or thrown, it bounces around randomly in different directions until it explodes.

FULL FIRE BATTLE, LOSE
This powerup increases the firepower of all the character's bombs to maximum.

PUSH BATTLE, LOSE
With this powerup, a character can knock back another character in the space in front of him by pressing the ■ Button.

STEEL SHOES BATTLE, LOSE
This powerup decreases your character's movement speed.

BOMB KICK BATTLE, LOSE
With this powerup, your character can kick bombs by running into them. Pressing the ✖ Button will cause kicked bombs to stop.

POWER GLOVES BATTLE, LOSE
With this powerup, a character can pick up bombs and other characters by moving next to them and pressing the ● Button. When you release the button, the character throws whatever has been picked up in the direction the character is facing.

METABOMB BATTLE, LOSE
The fire from this bomb's blast is unaffected by soft blocks or other obstacles.

LAND MINE BATTLE, LOSE

The first bomb a character lays after picking up this powerup becomes invisible, and will go off if a character steps on it.

MULTI BOMB BATTLE, LOSE

With this powerup, a character can drop the maximum number of bombs he or she is carrying at once by pressing the ■ **Button.**

EGG BATTLE, LOSE

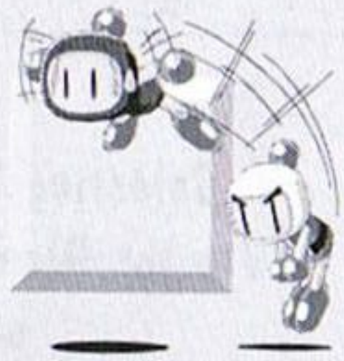
This item is only available in the Normal and Advanced Level Battle Games. Touching it causes it to hatch, which allows a character to ride a Partner character. However, using the Egg sometimes deactivates other items.

SKULL BATTLE, LOSE

This bad item only appears in the Battle Game, and causes a character to become sick.
A character will remain sick until he or she picks up another item, or touches another character and infects them. The different ways a character can become sick are listed below.

HEART BATTLE, LOSE

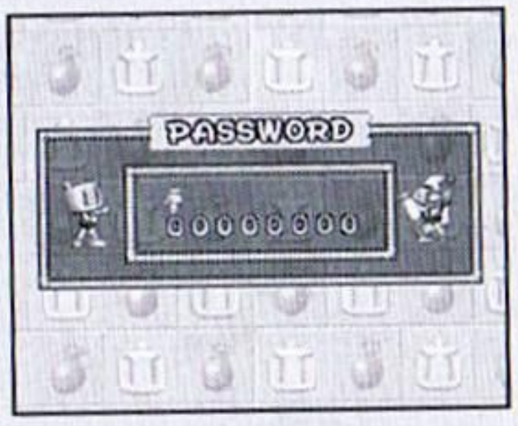
Only one of these items can be carried at a time. It prevents a character from being fragged once.



Superspeed:	The character's speed becomes maxed out
Superslow:	The character's speed is reduced to the lowest level
Diarrhea:	The character continually drops bombs
Impotent:	The character can no longer drop bombs
Feeble:	The character can only drop 1 bomb, with a firepower of 1, at a time
Streaking:	Once the character begins to move, he or she can't stop until an obstacle is hit
Confusion:	The function of the Directional buttons is reversed for the character (in other words, up is down, right is left, and vice-versa)
Short-tempered:	The character's bomb's fuses are shortened
Slow Motion:	The character's bomb's fuses are lengthened
Warp:	The character randomly changes places with other characters

OPTIONS

YOU CAN SET THE FOLLOWING FOUR OPTIONS ON THE OPTIONS SCREEN.

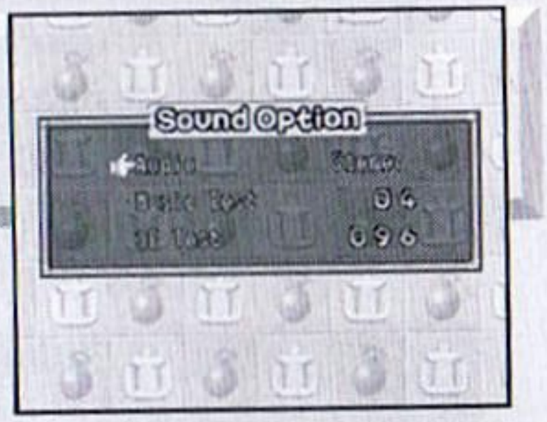


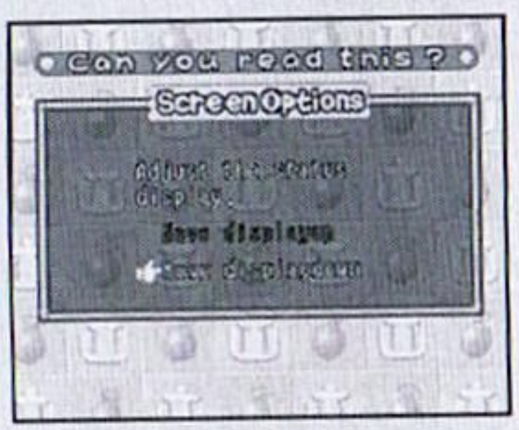
PASSWORD

Selecting "Password" takes you to the Password Entry screen. As with the Normal Game Password screen, entering a password here will take you to the stage you last completed when the game ended.
Be sure to write down your passwords so you don't forget them!

SOUND OPTIONS

Selecting "Sound Options" takes you to the Sound Options screen. Use the **Directional buttons** to select between Monaural and Stereo output, as well as perform Music and Sound Effect tests.



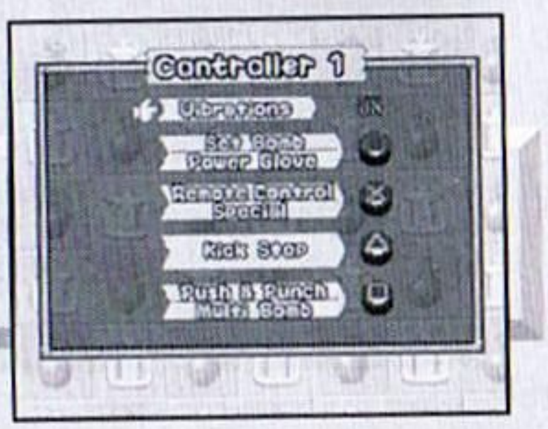


SCREEN OPTIONS

Selecting "Screen Options" takes you to the Screen Options screen. You can use the **Directional buttons** to adjust the "Can you read this?" message until it displays as you wish.

CONTROLLER OPTIONS

Selecting "Controller Options" takes you to the Control Options screen. Here, you can set options for all players' controllers by using the **Directional buttons**.



NOTES

Also available...

BOMBERMAN ボンバーマン™ FANTASY RACE

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